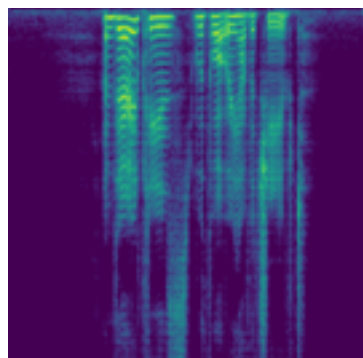
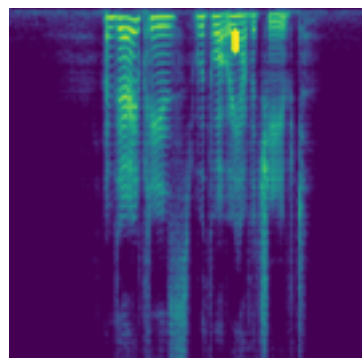


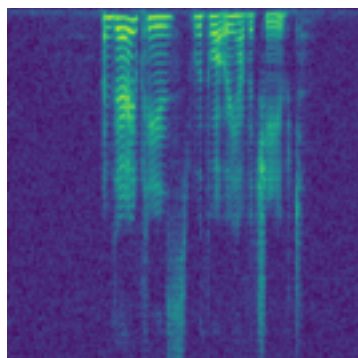
Original bonafide audio



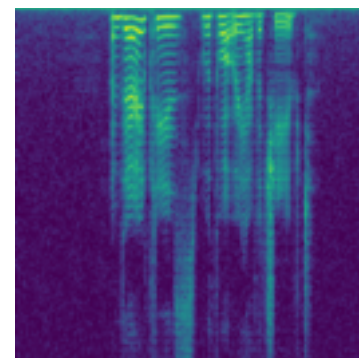
slight line



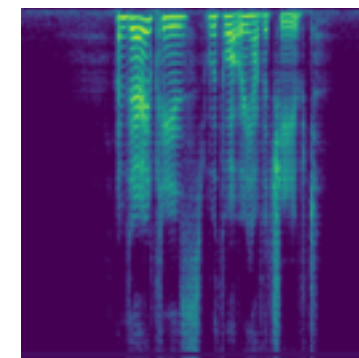
add white noise



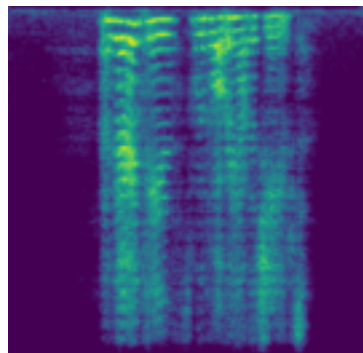
add pink noise



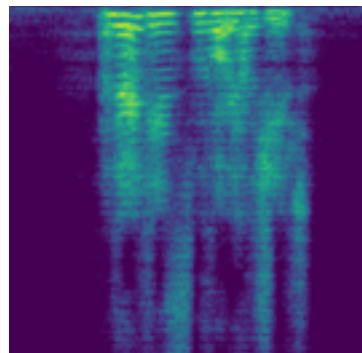
average Hz



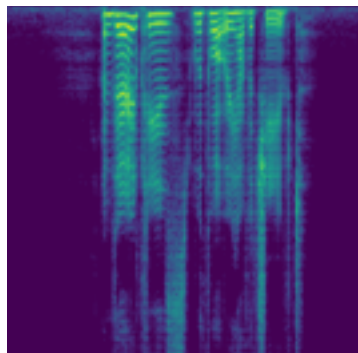
pitch_shift



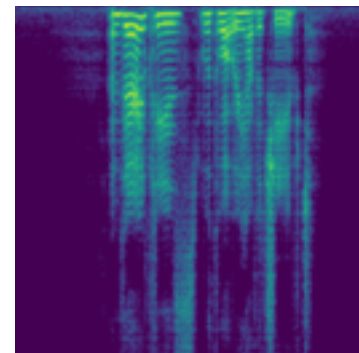
time_stretch



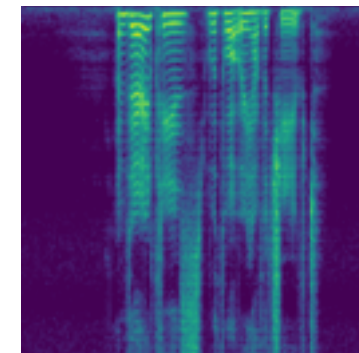
LPC_synthesis1



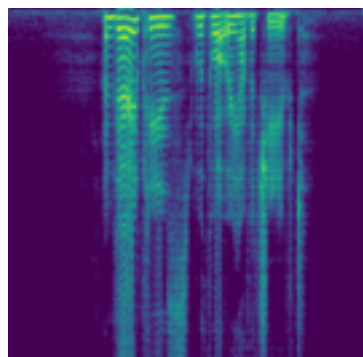
spectral_distorsion_model



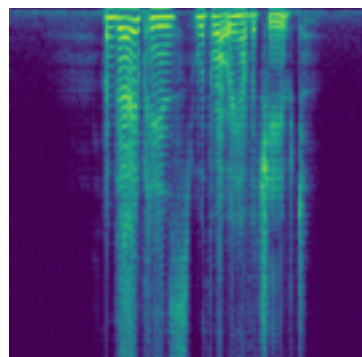
LPC_synthesis2



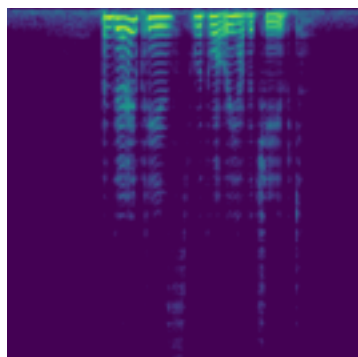
limiter_audio



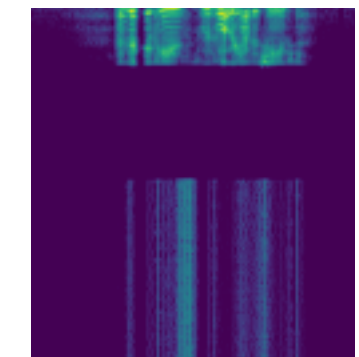
arctan_compressor



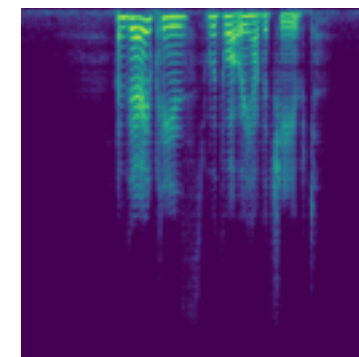
smooth_spectrum



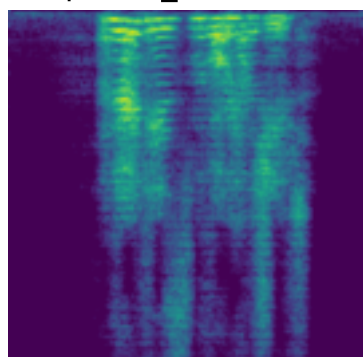
spec_augment



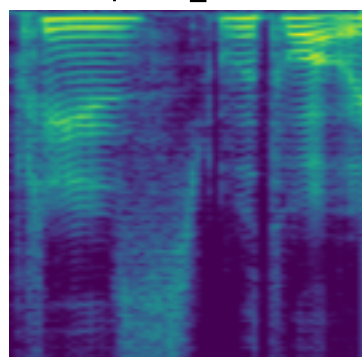
smooth_convolve



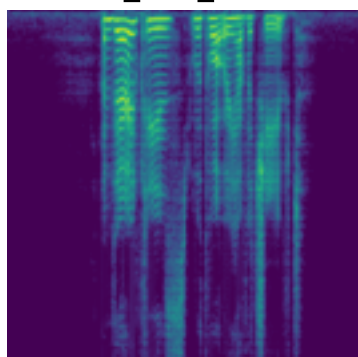
phase_vocoder



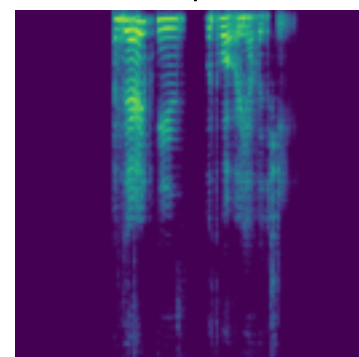
speed_tune



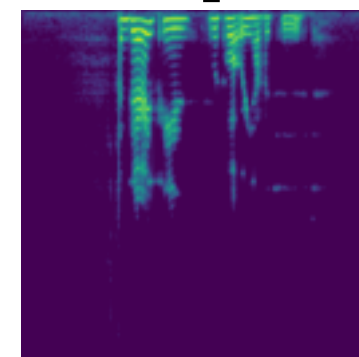
Griffin_Lim_vocoder



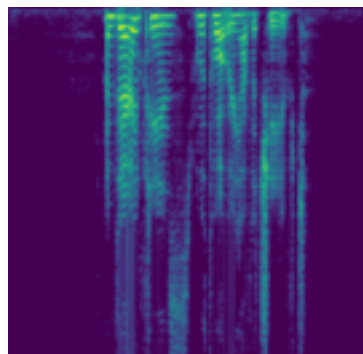
subspace



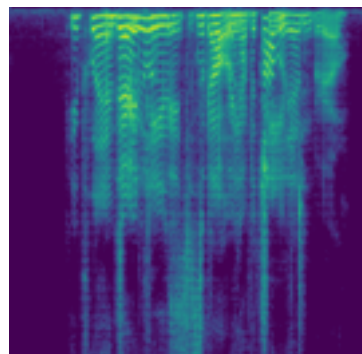
iterative_wiener



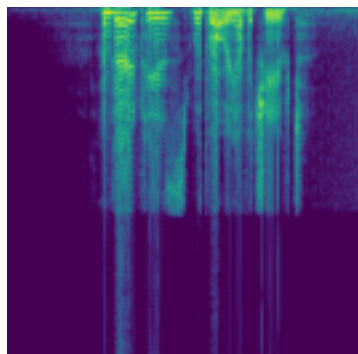
spectral_subtraction



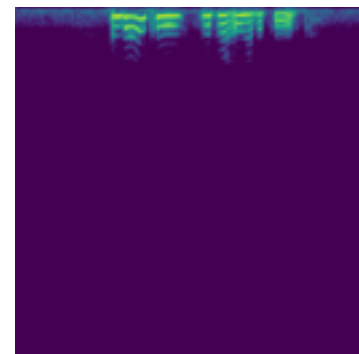
mix_audios



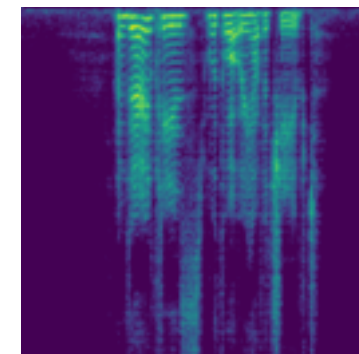
sequential_transforms



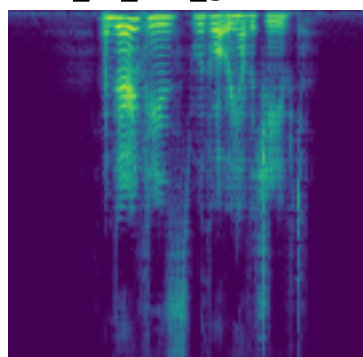
butterworth_filter



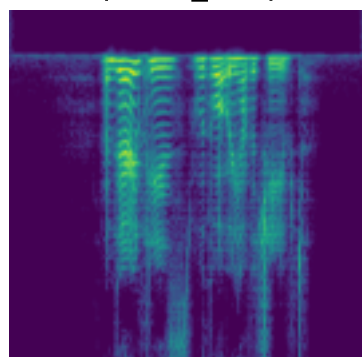
checkerboard_patterns



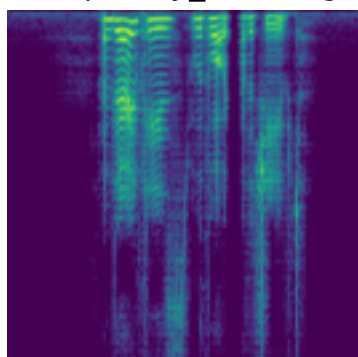
mel_to_stft_griffinLim



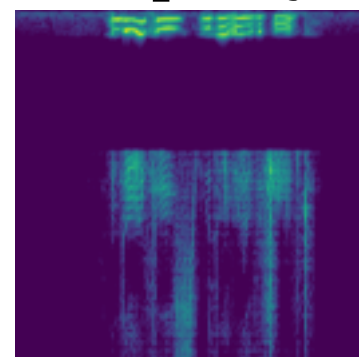
sparse_warp



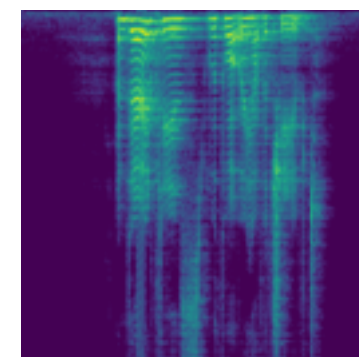
frequency_masking



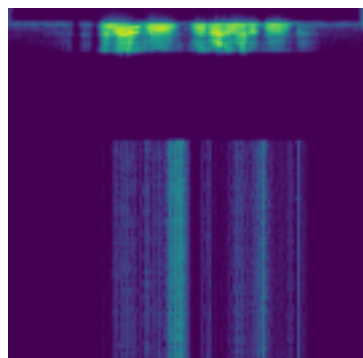
time_masking



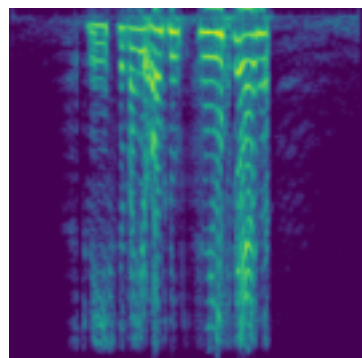
reverberance



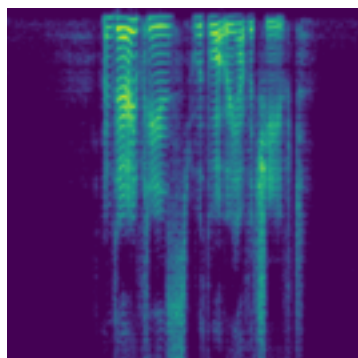
spec_augment



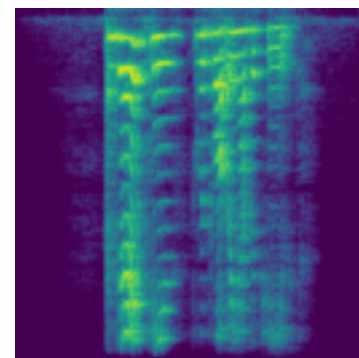
random sequential_transform



random sequential_transform



random sequential_transform



random sequential_transform

